# GOLF

KIDS TO ADULTS
K-A
AGES 6+

# VIRTUAL BOY™

INSTRUCTION BOOKLET

VUE-VVGE-USA

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KIDS TO ADULTS
K-A ™
AGES 6+

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Thank you for selecting the GOLF Game Pak for the Nintendo® Virtual Boy™ System. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

## ⚠ WARNING

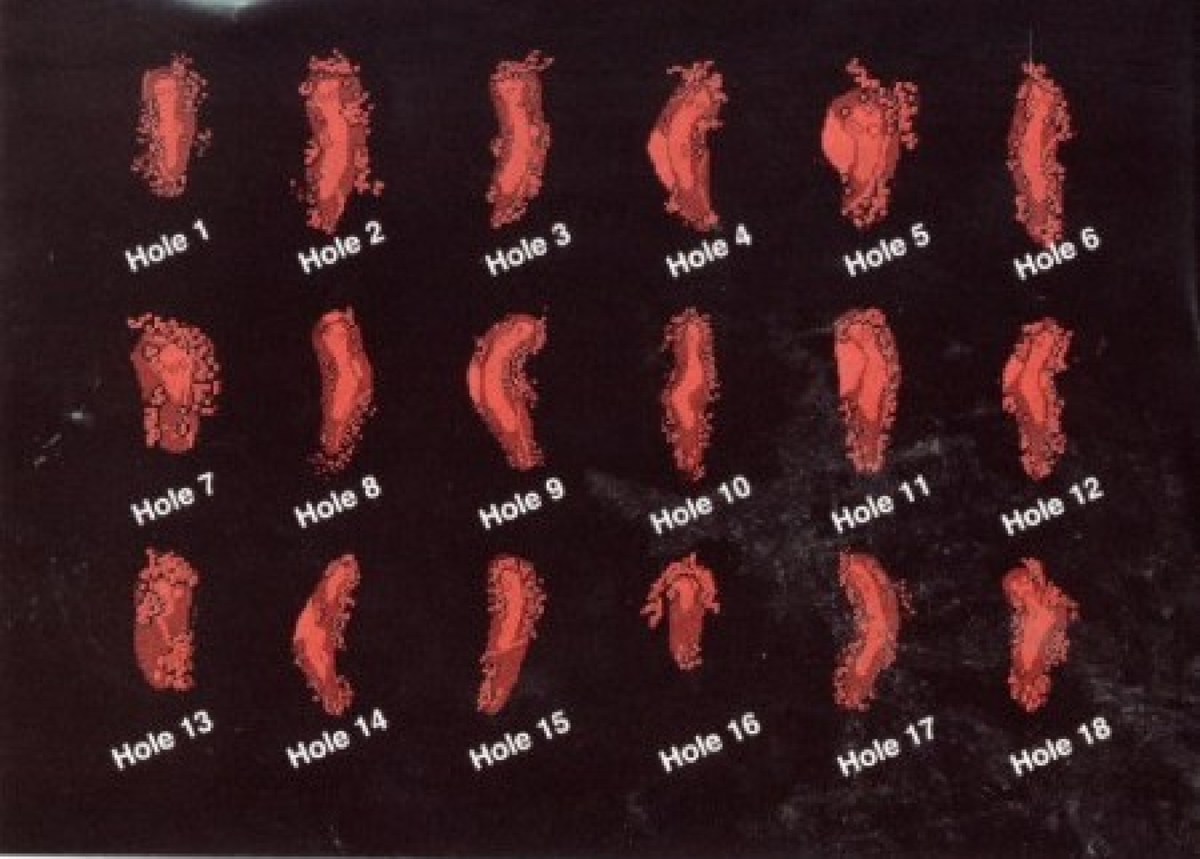
This product MUST NOT be used by children under the age of seven (7) years. Artificial stereo vision displays may not be safe for such children and may cause serious, permanent damage to their vision.

Before using the Virtual Boy, carefully read the Virtual Boy Instruction Booklet and the Consumer Information and Precautions Booklet. Make sure before playing that you correctly adjust the hardware, including the IPD and FOCUS. Do not play if you are feeling tired. Discontinue use immediately if you feel dizzy, nauseated or tired or if you eyes hurt or become strained. Do not use unlicensed or counterfeit games. Failure to follow all instructions could injure you and cause serious damage to your vision or hearing.

For additional copies of the Virtual Boy Instruction Booklet, call 1-800-255-3700

CHOKE HAZARD • SMALL PARTS

NOT FOR CHILDREN UNDER THE AGE OF THREE YEARS. Babies and young children could choke on the Virtual Boy Game Pak cover. Keep the Game Pak cover out of reach of small children.


Hole 1
Hole 2
Hole 3
Hole 4
Hole 5
Hole 6
Hole 7
Hole 8
Hole 9
Hole 10
Hole 11
Hole 12
Hole 13
Hole 14
Hole 15
Hole 16
Hole 17
Hole 18

# GOLF





# Before Starting The Game

When using the Virtual Boy, several adjustments must be made before starting the game. For your health and safety, be certain to perform these adjustments each time you play. If you wear glasses or contact lenses, be sure to wear them while using the Virtual Boy.

Insert the Game Pak into the Virtual Boy, then turn the POWER switch located on the front of the controller to the ON position. When the screen pictured to the right appears, continue with the IPD and FOCUS adjustments.

Press the START button to display the "IPD and FOCUS adjustment screen." Both adjustments are made using this screen.



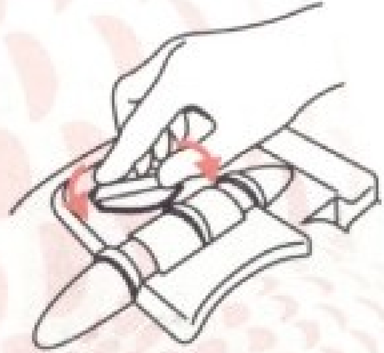


# IPD Adjustment

This adjustment sets Virtual Boy to the distance between your eyes (the Inter Pupil Distance).

While looking at the adjustment screen, turn the IPD dial located on top of the Virtual Boy until you can see a mark in all four corners of the screen, as shown on the screen to the right.

The best adjustment may allow you to see only three marks, or four slightly blurred marks. When you have completed the IPD adjustment, proceed with the FOCUS adjustment.





# Focus Adjustment

This adjustment makes sure that you see the game image in the Virtual Boy display clearly.

Move the FOCUS slider to the **CENTER POSITION** as marked on the housing. For most people, the center position should give you the clearest image. If the image is still fuzzy, adjust the FOCUS slider right or left until the image is sharp and clear.



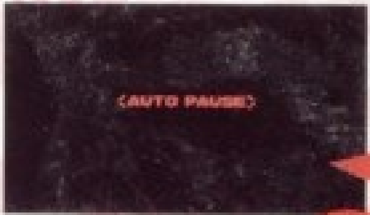


# Automatic Pause Function

All Virtual Boy Game Paks contain an automatic pause function. After completing the IPD and FOCUS adjustments, press the START button and the screen pictured at right will appear. The automatic pause is preset to the ON position. Nintendo recommends that you ALWAYS set the automatic pause to ON. To override the setting, use ← or → on the left +Control Pad, then press the START button to begin the game.

In GOLF, the Automatic Pause function will automatically pause the game every 15 minutes once you have teed off. It is important that you take a break and rest once the game is paused. To resume playing, press the START button. The Automatic Pause function will interrupt the game again every 15 minutes of play.



# Basic Controller Functions

The following explains basic controller operations. It is possible to change the settings on the BUTTON SETTINGS screen under OPTIONS.

***START button***

Press to start play.

Press to resume play after an Automatic Pause.

***SELECT button***

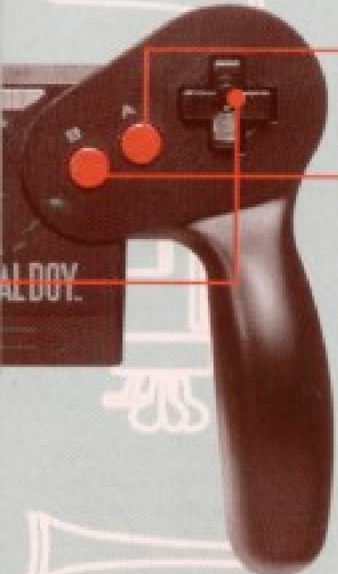
Delete a player from the Player Select screen.

***Left+ and Right+ Control Pads***

On each Menu screen, press to move the Selection cursor.

On the Game screen, press to determine the direction of your shot, select the desired club, and change your stance.





## A button (Execute)

Press to register the selected menu command.
Press to proceed to the next menu.

## B button (Cancel)

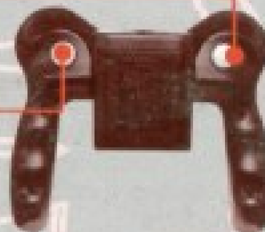
Press to cancel a menu.
Press to return to the previous menu.

## L button (Cancel)

Performs the same actions as the B button.

## R button (Execute)

Performs the same actions as the A button.



# Getting Ready to Play

After making the proper adjustments detailed in "Before Starting the Game," the title screen will be displayed, followed by a Demonstration mode, if the game is not started. To start playing, press the START button.

## GAME MENU

This screen allows you to set various aspects of game play, as well as select the type of game you want to play: STROKE or TOURNAMENT. Move the flag cursor to select the desired command.




## STROKE PLAY

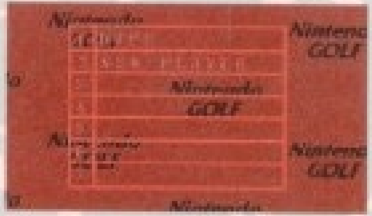
Standard STROKE PLAY allows a player to get in that all-important practice before trying out the TOURNAMENT mode. The STROKE PLAY mode allows the player to play any or all of the 18 holes available.

## TOURNAMENT PLAY

The GOLF TOURNAMENT mode is a competition between 48 players, but rank is determined by the total score accumulated over a total of just 18 holes. The scores of all tournament golfers are displayed after each hole so that the player can determine their present ranking.

Player selection is necessary to play either STROKE PLAY or TOURNAMENT mode.

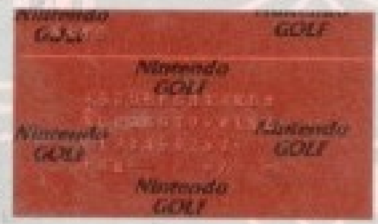
## PLAYER SELECTION



Use ↑ and ↓ on the Left+ and Right+ Control Pads to select a player file. When registering for the first time, select NEW PLAYER. The PLAYER REGISTRATION screen will be displayed.

## PLAYER REGISTRATION

Register the new player's name by moving the cursor to the desired letter and pressing either the A button or the R button. If a mistake is made in input, press either the B button or the L button to delete the entry.



Once input of the correct name is completed, select END.

## PLAYER DELETION

A player can be deleted in INDIVIDUAL RECORDS under the GAME MENU.

Select the player to be deleted and press the SELECT button twice. The first time will verify the selection and the second time will delete the player's name and records.

BE CAREFUL not to delete a player during a game as the round will be canceled as well.

## INDIVIDUAL RECORDS

Each player's individual records may be viewed. Select the player whose records you wish to see from the Player Selection screen. Press either the A button or the R button to display the records screen.

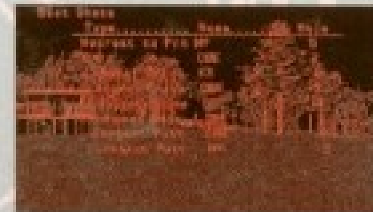
It is also possible to delete a player from the Player Selection screen. Please refer to "PLAYER DELETION," page 11.



## COURSE RECORD

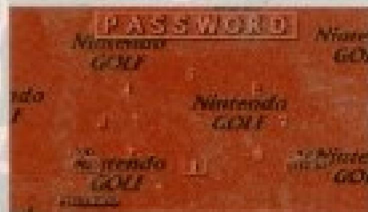
The best scores under STROKE PLAY or TOURNAMENT mode may be viewed.

In addition, if a Best Shot has been established during game play, the BEST SHOT screen will also be displayed. If you select one of the Best Shots, you will view a replay of that shot.



## CONTINUE

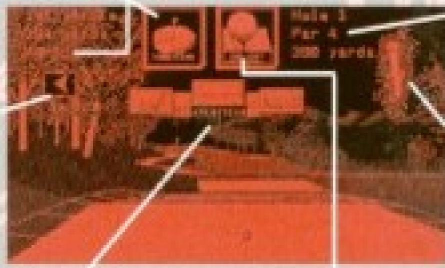
A game which has been quit partway through may be resumed from the point you left off. When a game is quit, a password is given to the player. To continue a game at a later time, enter the password.



# Main Golf Screen

If you do not read and understand this section, you may find actually playing GOLF to be difficult. For more information on each feature, refer to the pages noted.

**Player's name** — Displays the player's name, number of strokes (including the next shot) and the distance remaining to the pin (fairway=yards, green=feet).



**3D directional radar** (See page 15)

**Wind** (See page 15)

**Hole Data**

**Hole diagram**

**Selection Icons** (See page 14 )

**Present lie** (See page 22)

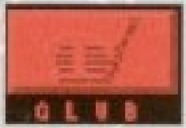
# Playing the Game

The game is played using the Selection Icons. The Selection Icons are shown below.




## DIRECTION

Determines the direction of your shot.




## CLUB

Selects the desired club.



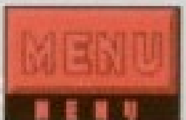

## STANCE

Selects the desired stance.




## SHOT

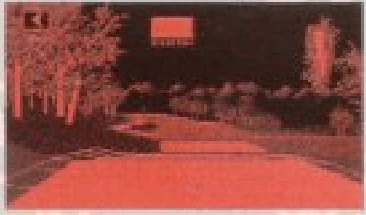
Determines the amount of power put into your shot and the point of impact on the ball.




## MENU

Access a menu of game play features and information menus.

## *DIRECTION*



The ball will be hit in the direction indicated on the main game play screen. You need to determine the most appropriate direction based on the layout of the hole and the wind speed and direction.

Use ← and → on the Left+ and Right+ Control Pads to move the cursor in the center of the screen to the direction desired for the shot. When the desired direction is reached, press either the A button or the R button to register the change on the main game play screen.



**3D directional radar**

Displays the direction the player is facing for the shot. The flag shown at the top center of the screen indicates the direction of the pin.

**Wind direction and speed**



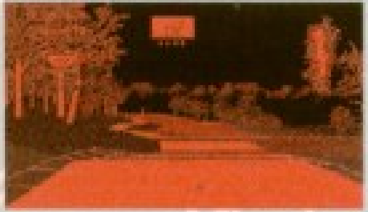
Displays the direction and speed of the wind based on the player's present position. If the player changes the direction of the shot, the displayed wind direction and speed will change accordingly. Wind direction and speed may differ at different locations on the same hole.

## CLUB

Determine the most appropriate club to use based on the distance remaining to the pin and the position and lie of the ball.

The chart diagrams the available clubs in GOLF.

The presently selected club is displayed in the upper left portion of the main game play screen.



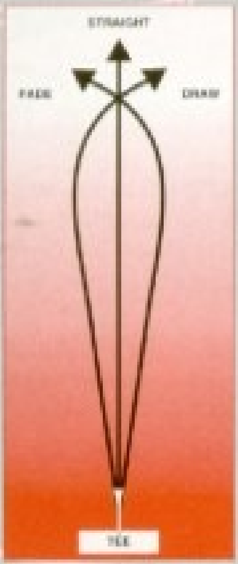
| | | | |
|---|---|---|---|
| 1W | Driver | 270 yards | **Woods** |
| 3W | Spoon | 230 yards | |
| 4W | Buffy | 210 yards | |
| 2I | 2 iron | 200 yards | **Long irons** |
| 3I | 3 iron | 190 yards | |
| 4I | 4 iron | 180 yards | **Middle irons** |
| 5I | 5 iron | 170 yards | |
| 6I | 6 iron | 160 yards | |
| 7I | 7 iron | 150 yards | **Short irons** |
| 8I | 8 iron | 140 yards | |
| 9I | 9 iron | 120 yards | |
| PW | Pitching wedge | 110 yards | **Wedges** |
| SW | Sand wedge | 90 yards | |
| PT | Putter | 100 feet | **Putter** |

Use the Left+ and Right+ Control Pads to select the desired club, and then press either the A button or the R button to change the setting to that club.

Note: The standard shot distance is based on a perfectly hit ball, and it does not consider the possible affects of wind and course conditions.

## STANCE

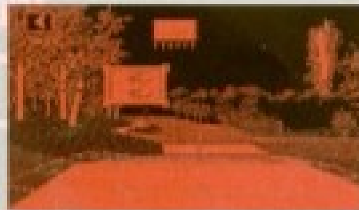
The flight of the ball is affected by your stance. Use the Left+ and Right+ Control Pads to select the desired stance. By changing your stance, it is possible to draw the ball or make it fade.



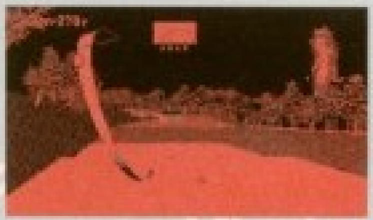
### Selecting your stance

After selecting the Stance Icon, your present stance is displayed on screen.

When your stance is changed, the new direction of the flight of the ball is displayed in the center of the screen.



## SHOT



To make your shot, it is first necessary to determine the amount of power put into your shot and second, the point of impact on the ball.

Even using 100% power, the actual distance the ball flies may differ depending on the impact on the ball and other course conditions. Select the appropriate power and impact for each shot based on all possible conditions.

**Selecting the amount of power put into the shot**

The power setting is indicated by a golf ball on the Power Gauge displayed on the screen above. Press either the A button or the R button to begin increasing the power setting. Once full power is reached, the power setting will conversely begin to decrease. When the desired level of power is reached, press either the A button or the R button once again to stop the golf ball.



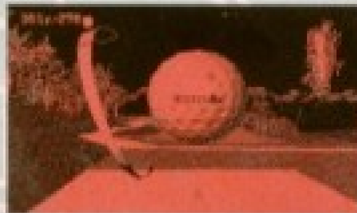
At this time, the point of impact on the ball is selected, and your shot is made as shown below.

Note: The golf ball will continue to move in the Power Gauge until you press either the A button or the R button to stop it. In this way, if the gauge passes the desired power level before you can select it, you will have a chance to select the proper shot power again when the gauge returns to that level.

# BALL IMPACT POINT

Once the power level is selected, a large golf ball will appear on screen. A spot indicating the point of impact then immediately appears on the ball. The spot will move downward in a zigzag pattern. Once the spot reaches the bottom, it will begin moving back towards the top. When the desired point of impact is reached, press either the A button or the R button.

If the spot reaches the top of the ball before you press either the A button or the R button, the top of the ball will be set as the point of impact. The point of impact cannot be set for putting.



How the point of impact affects the ball

**Impact point: top of ball** — Creates top spin on the ball, gives the shot a low trajectory and makes the ball run (continue to roll) once it hits the ground.

**Impact point: bottom of ball** — Creates back spin on the ball and gives the shot a higher trajectory. This creates a shorter shot, but gives you greater control over where the ball will stop. When using a short iron or a wedge, the ball will "cut back" after it hits the ground.

**Impact point: right side of ball** — The ball will hook to the left.

**Impact point: left side of ball** — The ball will slice to the right.

Note: The "Sweet Spot" is always the center of the ball. As opposed to real golf, it is NOT necessary to hit the bottom of the ball when in a bunker or deep rough.

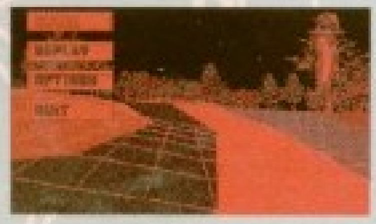
# MENU

### SCORE

The actual SCORE screen differs depending on whether you have selected STROKE PLAY or TOURNAMENT Mode. In TOURNAMENT mode, the present ranking of the current 48 players is shown. Use the Left+ and Right+ Control Pads to scroll through the rankings. In STROKE PLAY, the total number of strokes is displayed.

### REPLAY

The most recent individual shot or putt can be shown in replay. This function is not available until after the first shot has been made in a game.



### OPTIONS

Offers the same selections as OPTIONS under the GAME MENU. It is explained in detail on page 21.

### QUIT

Select QUIT when you want to stop a game in progress. To guard against accidentally exiting your game, you will be asked to verify whether you really want to quit or not by displaying the words "YES" and "NO." You will also be given a password so that you may continue your game at a later time. Carefully copy down the password; later, you may start where you quit your game by entering the password on the continue screen.

# OPTIONS




OPTIONS may be selected under either the GAME MENU or the MENU Selection Icon. The following explains the settings available when OPTIONS is selected.

**IPD and Focus Adjustment**

It is possible to adjust the IPD and Focus settings while on the OPTIONS Menu. To do so, press the START button and make the appropriate adjustments outlined on page 5 and 6.



**DEPTH ADJUSTMENT**

It is possible to make an adjustment to the depth of vision. Move to the left to bring your depth of vision closer, and to the right to move it further away.

**BUTTON SETTINGS**

It is possible to change to either Type A or Type B.



**AUTOMATIC PAUSE**

It is possible to turn the Automatic Pause function ON or OFF. Refer to "Automatic Pause" on page 7 for a more detailed explanation. (It is strongly recommended that you play with the Automatic Pause function in the ON position.)

**BACKGROUND MUSIC [ON/OFF]**

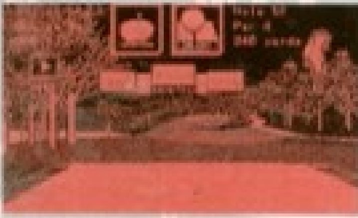
It is possible to turn the background music that plays during the game ON or OFF.

# The Course

The Papillion Country Club is the setting for both STROKE PLAY and the TOURNAMENT mode. The location of your tee shots differ depending on whether you have selected STROKE PLAY or TOURNAMENT mode. In TOURNAMENT mode, tee shots are made from the Championship tee (further from the pin), while tee shots are made from the member's tee (closer to the pin) in STROKE PLAY.

## *LIE CONDITIONS*

The lie condition is displayed on the main shot screen. The lie of the ball affects the distance that a ball will fly. Even using 100% power, the actual distance the ball flies may differ depending on the lie conditions; the ball will naturally fly further when hit from the fairway as opposed to when it is hit from the rough or a bunker. The screen at right shows the lie condition as being the tee area. The following are the possible lie conditions in GOLF: Tee area, Fairway, Shallow rough, Deep rough, Very deep rough, Bunker (Normal Lie), Bunker (Half of ball visible), Bunker (Only small portion of ball visible), Cart path and Green.



## OTHER COURSE INFORMATION

GOLF was developed so that game play follows the actual rules of golf to the greatest degree possible. It is, however, necessary that you be aware of the following points which deviate from those rules.

**Water hazards**

In GOLF, hitting into a water hazard results in a penalty stroke and allows you to hit from a designated drop area. Based on the normal rules of the game of golf, the drop area is located at the edge of the water hazard furthest from the pin. However, in GOLF, if that point is out-of-bounds, the drop area will be the side closest to the pin. Additionally, if the designated drop area is actually further from the pin than your original shot, you will be allowed to hit your next shot from the same point as your original shot.

**Out-of-bounds**



There is an out-of-bounds area for every hole. Hitting a ball out-of-bounds results in a penalty stroke and allows you to hit from the same point as your original shot.

**Bunker/Rough**



In real golf, it is necessary to consider a number of possible shots when your shot ends up in a bunker or the rough. In consideration of making GOLF easy to play, the "Sweet Spot" in such conditions is the center of the ball, the same as a normal lie. In addition, it is NOT necessary to consider any special stance. However, GOLF does simulate the difficulty involved in recovery from a bunker or rough as that found in real golf. Thus, selection of the appropriate club and other points are still an important factor.

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REV-H

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